Introduction

Dreamweavers (working title) is a drafting card game for two players. In a drafting card game, players construct decks from a limited pool of options, then use them strategically to outmaneuver and defeat their opponent. The drafting format ensures that decks are filled with powerful and unique effects, creating gameplay that rewards strategic thinking, game knowledge, and bold decision-making.

The game is set in a dreamscape, where psychic forces clash in battles that manifest while people dream. In this state, an individual's thoughts and feelings take form as tangible forces, which players wield to engage in combat.

How do you win

When the game begins, each player takes the top five cards from their deck and places them face down in their "Ego." As the game progresses, whenever a player takes damage, they must remove a card from their Ego. If no cards remain in a player's Ego and they take further damage, they lose the game.

Game components

Dreamweavers features 12 mini-decks called notions. Each notion contains 15 cards representing the thoughts and feelings of that particular concept, along with a cover card that summarizes the deck's main gameplay. While not required, players would benefit from having access to dice as a way to track various resources and effects. A diagram below illustrates how the game is arranged.

Game layout
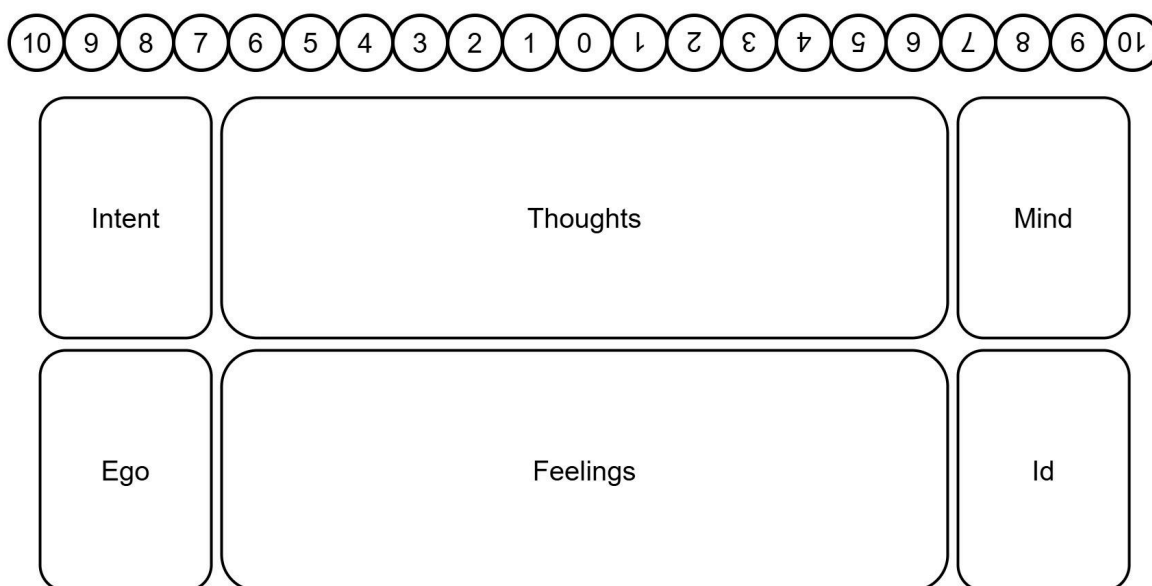
Game language

To enhance the game's thematic feel, much of the common card game terminology has been replaced with language that better fits the game's style. Below is a list of terms and phases, along with their equivalents in more familiar card game parlance. The goal is to use thematic language consistently throughout the game; however, where thematic language isn't applied, generic terms will be used instead.

Term	Common meaning
Mind	A player's deck
Id	A player's discard pile
Thoughts	In mtg terms, a creature
Feelings	In mtg terms, an instant
Notion	A 15 card mini-deck that players draft
Intent	The notion a player's deck focuses on more
Ego	Similar to prize cards from pokemon
Memory	The resource required to play cards
Forgotten	Take the card and put it in the Id

Setup

1. Drafting Modules

1. Display all 12 notions available for drafting face-up.
2. Both players roll 3d6, with the player that rolls highest becoming the first player.
3. The first player drafts one notion from the pool.
4. The second player drafts two notions from the remaining notions in the pool.
5. The first player drafts two additional notions from the pool.
6. The second player drafts one additional notion from the pool.

2. Building Decks

● Each player shuffles their 3 drafted notions together to form their mind.

3. Choosing an Intent

1. Each player secretly selects one notion from among their drafted notions to serve as their Intent. Players take the cover card of the selection notion and place it face down in their Intent.

2. Players simultaneously reveal their Intentions.

4. Drawing and Mulligans

1. Each player draws an opening hand of 5 cards.
2. Starting with the first player, players may perform one round of partial grip mulligans, if desired.

5. Ego

● Without looking at the card faces, each player takes the top 5 cards from their mind and places them in their Ego.

6. Setting Memory Tracker

● The first player sets their memory to 1.

Card types

A player's mind consists of two types of cards: Thoughts and Feelings.

Thoughts

Thoughts are primarily used to attack your opponent and remove their Ego cards. The defining feature of a Thought is its power. Some Thoughts have a stronger presence than others, and this is abstracted by its power value. Many Thoughts also offer additional effects, such as defending against enemy attacks or granting special abilities.

Thoughts can only be played on the active player's turn.

Feelings

Feelings represent instantaneous effects that alter the game when activated. Feeling cards have two types of effects: fleeting and lingering. When a Feeling card is played from the hand to the Dreamscape, its fleeting effect is immediately activated. The card is then placed in the Feelings section of the Dreamscape, where its lingering effects can be used.

Lingering effects are more diverse than fleeting ones. Some are continuously active, others are triggered by specific conditions, and some require the player to choose when to activate them.

Feeling cards can be played on anyone's turn.

Core game concepts

The game is played in turns, with players alternating between them.

After drafting their decks, but before the game begins, players select an Intent. This represents which of the three notions serves as the central guiding principle of their deck. Each nation's cover card details any additional effects or actions a player can take by choosing it as their Intent. This allows players to experience up to three unique play styles with the same deck, depending on their chosen Intent.

Each turn is divided into two phases: the Upkeep Phase and the Main Phase. A player's turn ends after they take an action that moves the memory tracker into their opponent's side of the gauge.

Upkeep Phase

1. Restore memory:If the active player's memory is less than the number of cards missing from their Ego, they adjust their memory to match the number of missing cards.
2. Untap Thoughts: The active player untapped their tapped Thoughts.
3. Resolve Start-of-Turn Effects: Any effects that trigger at the start of the turn are resolved during this phase.

Main Phase

During the Main Phase, players can perform a variety of actions in any order. These actions include:
- Play a card: Place a card from your hand onto the appropriate zone by paying its memory costs, provided there is a space for it in the zone. By default a player can control a maximum of three thoughts and three feelings at any one time.
- Activate an ability: Use an ability of a card already on the field by paying its costs and then performing the action described on the card.
- Attack: Use a ready Thought to attack.
- Refresh your hand: Set the memory tracker to zero and draw cards until you have 5 cards in your hand.

The memory gauge

The memory gauge is a shared resource system, represented as a numbered track ranging from 10 to 0. Both players control a segment of the gauge from 10 to 1, with the 0 space being neutral and the point where both players' gauges connect. It is recommended that players sit across from one another, controlling the segment of the memory gauge positioned on their left.

A memory tracker is used to indicate the current memory. Players spend memory to perform actions, such as playing Thoughts and Feelings or activating card abilities. Cards and actions have a specific memory cost, which is paid by moving the memory counter toward

the opponent. When the counter is inside the opponent's half of the gauge at the end of an action, the active player's turn ends, and their opponent's turn begins.

The cost for abilities and cards is paid upfront, but their effects don't resolve until both players pass priority. It is possible for the memory tracker to move into the other player's half, at which point the other player can respond with an effect, paying the cost and moving the tracker back to their side. In this way, the tracker can move between sides without triggering a turn change. A change of turn only occurs when no effects are on standby and the tracker is on the opponent's side.

Attacking

To take an attack action complete the following steps in order.

1. Choose an Attacker

- Select a Thought you control to attack with.
- The Thought must be untapped and must have started the turn on the field.

2. Declare a Target

1. Decide what the attack is targeting.
2. The target can either be:
   - A tapped Thought your opponent controls, or
   - Your opponent's Ego.

3. Opponent declares defense

- The defending player may discard any number of Thoughts from their hand.
- The combined power of these discarded Thoughts forms their shield value.
- The defending player also adds the power of any thought being attacked to their shield value.

4. Compare Power

- Compare the attacking Thought's power to the defending player's shield value:
  - If the attacking Thought's power is greater than the shield value, the attack is successful.
  - If the shield value is equal to or greater than the attacking Thought's power, the attack fails.

5. Resolve Combat

- If the attack is successful:
  - Against an Ego: The defending player takes one damage.

○ Against a Thought: The targeted Thought is destroyed.
● If the attack fails, no damage is dealt and no Thoughts are destroyed.
● Additionally, if the power of an attacked thought is greater than the power of the attacking thought, then the attacking thought is destroyed.

Taking Damage

When a player takes damage, resolve the following steps in order once for each damage taken:

1. Reveal Ego Card

● The damaged player reveals the top card of their Ego.

2. Resolve the Revealed Card

● If the revealed card is a Thought:
    1. Compare the power of the revealed Thought against the power of any currently attacking Thought.
    2. If the revealed Thought's power is *equal to or greater* than the attacking Thought's power, the attacking Thought is forgotten.
    3. The revealed Thought card is added to the damaged player's hand.
● If the revealed card is a Feeling:
    ○ Resolve the Fleeting effect of the card without paying its memory cost (but still paying any additional costs.)
    ○ Place the revealed card into your Feelings section of the Dreamscape.